

KEYBOARD AND MOUSE



W,A,S,D DOUBLE-TAP MOVES

Get into/out of Cover, Cover Slip, Evade, Mantle (Climb), Make SWAT Turn. Hold for Roadie Run.

C
Crouch
(in
Cover)

CTRL

Slow
Walk

SPACEBAR + W,A,S,D

Get into/out of Cover, Cover Slip, Evade, Mantle (Climb), Make SWAT Turn. Hold for Roadie Run.

DEFAULT CONFIGURATION

All keys can be remapped through the control options screens.

Click or Hold
Button to Fire

Hold
Button
to Target
Weapon

Scroll to
Select Weapon/
Click to Zoom



Games
for Windows™

LIVE

GEARS OF WAR



0907 Part No. X13-90247-01



Microsoft
game studios

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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We love shooters.

Everyone at Epic holds the genre near and dear. We've been building these games for a decade. A few years ago, we started feeling like the genre needed a bit of a change. We love making fast-paced games like UNREAL® TOURNAMENT, but we wondered if we could slow the pace down while keeping things exciting. "Tactical" games often weren't very accessible, and they crept along at a snail's pace.



To do this, we'd have to think differently about combat. We'd require players to take cover when they're being shot at instead of running headfirst into gunfire. We'd have to make something that was compelling, a cinematic rollercoaster ride with larger-than-life characters, monsters, and experiences. Give the users something to talk about over lunch, be it the giant creature that chased their squad or the online match they singlehandedly won. Pace the experience properly, and thrill the gamers accordingly.

We'd have to think carefully and creatively about the player's opposition. When folks hear about monsters, they usually assume dumb aliens that run toward the protagonist's gun. Why not make a monster that takes cover, builds weapons, and actually wants to survive? Wouldn't an intelligent foe be more threatening? This was the genesis of the Locust.

We couldn't be happier that so many gamers and reviewers agreed with us. Over four million players have been able to enjoy GEARS OF WAR® on Xbox 360®, and now you can take that same cinematic journey, with great new gameplay and even higher resolution. From Marcus's cell to the Hollow and beyond, hang onto your seat -- it's a wild ride.

Good luck, and remember to take cover!

-- CliffyB

Lead Designer, Epic Games, Inc.

EMERGENCE DAY ... AND AFTER

Fourteen years ago, the Locust Horde gathered under every major city and launched a surprise attack. Once thought fictional boogeymen, the Horde are frighteningly real and stronger than anyone had imagined.

On Emergence Day, untold masses perished, and countless more died in the days that followed. Rather than allow the Horde to keep the spoils of their aggression, humans used chemical weapons and orbital particle beams to neutralize them, along with the cities and bases they controlled.

With most urban centers and military installations rubble, the human survivors gathered on Jacinto Plateau, whose solid granite strata could not be easily penetrated. When the Horde breached the plateau's defenses, Marcus Fenix defied orders to save his father at East Barricade Academy ... but he was too late. Marcus was subsequently charged with dereliction of duty and sentenced to 40 years in Jacinto Maximum Security Penitentiary.

Now, the Horde have overrun the penitentiary.



COALITION WEAPONS

Tried-and-true ballistic armaments have worked for centuries. Simple and lethal, just point and shoot (see targeting on page 16). Ammunition is plentiful.

SNUB PISTOL



Standard-issue sidearm for all soldiers of the Coalition of Ordered Governments (COG). You always have your Snub Pistol. Regular firing mode is a single shot, but you can fire as fast as you can click the mouse button or squeeze the right trigger. The Snub Pistol also has a moderate zoom (see page 16).

LANCER ASSAULT RIFLE



The workhorse Coalition weapon. Fully automatic. Intended for midrange combat. The weapon's Chainsaw Bayonet can be activated when in close proximity to an enemy (press and hold the **F** key or the **B** button).

GNASHER SHOTGUN



Short-range weapon that can occasionally take down a Locust Drone in one shot. Most effective at less than 3 meters.



LONGSHOT SNIPER RIFLE



Used best at long ranges, the Longshot has high-caliber ammunition that removes most man-sized threats with a single well-placed headshot. To activate the integrated scope, hold the right mouse button or left trigger as if aiming normally, and then click the mouse wheel or right stick to zoom magnification.

GRENADE



Standard Coalition-issue fragmentation grenade. When you press and hold the right mouse button or left trigger, a visible arc shows the grenade's trajectory. Move the mouse or right stick to alter this projected arc.

NOTE: SMOKE GRENADES ARE AVAILABLE IN MULTIPLAYER GAMES (SEE PAGE 28).

The Hammer of Dawn is an Imulsion-energized satellite particle-beam weapon capable of leveling buildings.

It must be orbitally aligned overhead to fire. Your HQ contact lets you know when it is available.

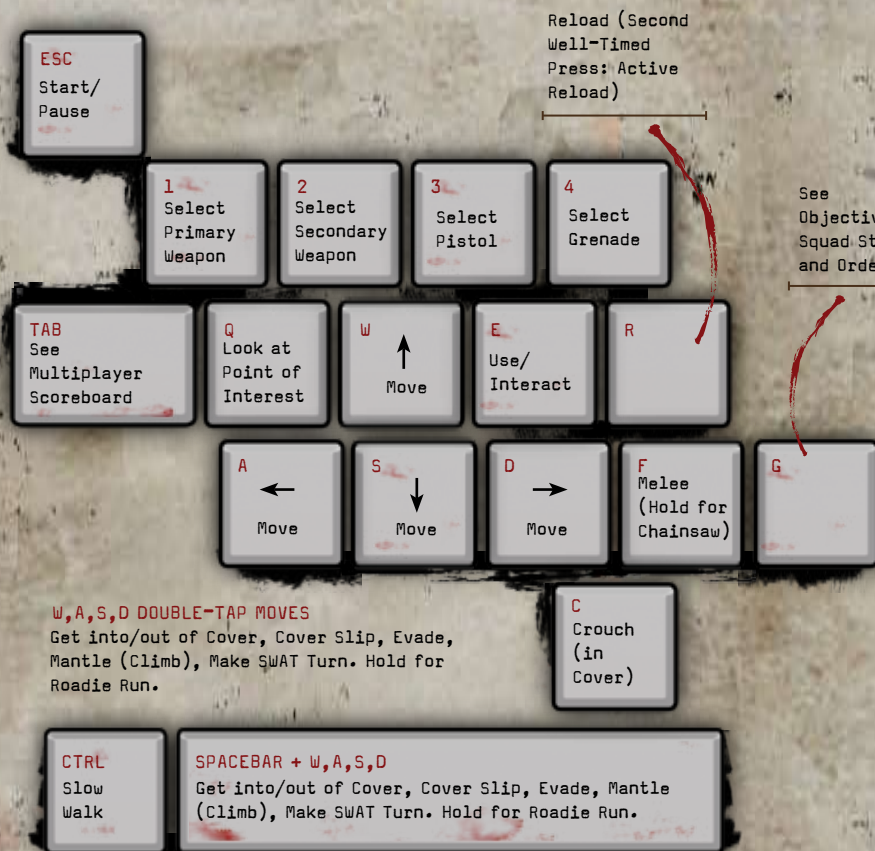
The Hammer requires a ground-based observer to acquire a target with a targeting laser. To do this, a Coalition soldier (Gear) must have line of sight on the target and open sky. Press the right mouse button or left trigger to aim, and then the left mouse button or right trigger to fire.

NOTE: THE HAMMER OF DAWN CHARGES BRIEFLY BEFORE FIRING.



HAMMER OF DAWN

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DEFAULT CONFIGURATION

All keys can be remapped through the control options screens.

Click
or Hold
Button
to Fire

Hold
Button
to Target
Weapon



Scroll to
Select
Weapon/Click
to Zoom

CONTROLLER



DEFAULT CONFIGURATION

HEADS-UP DISPLAY (HUD)

Current mission objectives. Press **G** or the left bumper to activate.

Targeting reticle. Press the right mouse button or left trigger to use.
(SEE PAGE 16.)

OR

Crimson Omen life/death indicator.
(SEE PAGE 14.)

Weapon selector. Press **1**, **2**, **3**, or **4** or the D-pad to select, or use the mouse wheel.

Ammunition picked up.



Weapon in use.

Ammunition counter.

Active reload indicator. Press **R** or the right bumper to reload; press twice for an active reload.
(SEE PAGE 21.)

Squad status.
(SEE PAGE 15.)

Contextual maneuver or action indicator, or squad commands. To issue commands to your squad, press **G** and **Space**, **Q**, or **F**. Or press the left bumper and **A**, **B**, or **Y**. (SEE PAGE 15.)

An icon appears when a special move or action is possible. (SEE PAGES 18-20.)

LIFE

Life is simple: When you see a target bleeding or blasted to bits -- it is taking damage. Same goes for you.

WOUNDED



DYING



DEAD



Near death, Gears see the Crimson Omen filling with blood. When it's full -- you're dead.

Left alone, you regenerate (a chance to hone your cover-taking skills).

NOTE: IF YOUR SQUADMATE IS DOWN, YOU CAN REVIVE HIM. GET NEAR HIM AND PRESS **E** OR **X**.

SQUAD COMMANDS

The squad leader can issue orders to his squad. Don't worry, though, your Gears have graduated boot; they know when to defend themselves, take cover, and return fire by themselves.

In single-player mode, to see your squad's status and mission objectives, press and hold **G**, or press and hold the left bumper. In or out of combat, you can have your squad regroup at your location by pressing **G** and then **Q**, or by pressing the left bumper and then **Y**.

In combat, while holding **G** or the left bumper:

- Press **Space** or **A** to put your squad into an aggressive stance for a short time. Your men are more likely to close on enemies and fire outside of cover.
- Press **F** or **B** to put your squad into a defensive stance for a short time. Your men stay in cover and only expose their positions when necessary.

NOTE: ONLY THE SQUAD LEADER CAN ISSUE ORDERS.

In multiplayer mode, press **G** to see your squad's status and hold **Tab** to view the scoreboard.



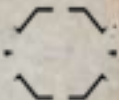
TARGETING

SHOOTING FROM THE HIP

To target, move the mouse or right stick. Once you have a target centered, press the left mouse button or right trigger to fire. This method of targeting is fast, but extremely inaccurate.

AIMING

To take aim, press and hold the right mouse button or left trigger. You zoom in on a potential target, and a reticle appears.



ZOOMING

To magnify your aiming viewpoint, press and hold the right mouse button, then use the mouse wheel to zoom. Or hold the left trigger, and then click the right stick. You can only zoom with a Longshot Sniper Rifle or a Snub Pistol.

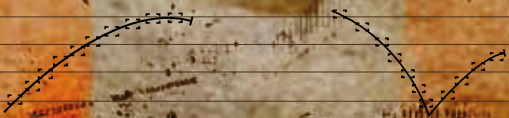
BLIND FIRE

While in cover, press the left mouse button or right trigger to fire around cover without exposing yourself. This move sticks your gun out of cover and fires.

NOTE: IF YOU TAKE AIM WHILE IN COVER, YOU REMAIN MOSTLY IN COVER, BUT YOUR HEAD MAY BE EXPOSED.

BOLO GRENADES

Press the right mouse button or left trigger to spin a bolo grenade and see its projected trajectory. Move the mouse or right stick to alter the trajectory. Press the left mouse button or right trigger to throw the grenade.



MELEE

Press **F** or **B** to melee. If an enemy is within range, you attempt to bash his brains in. One warning: If an enemy is this close, the enemy can melee with you as well.

Coalition Gears have one great melee advantage, however. The Lancer Assault Rifle has an integrated, carbide-tipped, variable-torque Chainsaw Bayonet. If you're holding this rifle, press and hold **F** or **B** to activate the Chainsaw Bayonet and dish out high-RPM death. Few Locust can withstand this brutal assault.

NOTE: IF YOU ARE SHOT ATTEMPTING A CHAINSAW ATTACK, YOU MUST PRESS AND HOLD **F OR **B** AGAIN TO RESTART THE CHAINSAW.**

If you have a grenade equipped and press **F** or **B** to melee, you can stick the grenade onto a nearby opponent.

In multiplayer games, press **E** or **X** near an opponent who has been grievously wounded, but is not yet dead, to deliver a savage blow (aka curb stomp).



MOVEMENT

To move, use the movement keys **W**, **A**, **S**, and **D** and the mouse, or the left stick. All special moves -- evading, using cover, climbing onto and over an obstacle (mantling), and roadie run -- use the movement keys and **Space** (the SPACEBAR), or **A** with the left stick. You can also double-tap the movement keys to perform any of the actions following.

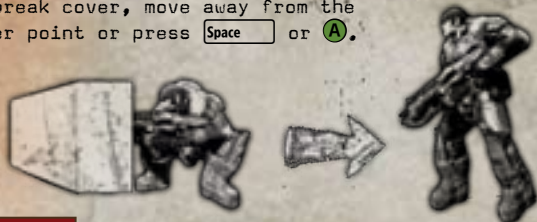
GETTING INTO COVER

Use cover in combat or DIE. Move toward anything that looks like cover (debris, doorway, etc.), then press **Space** or **A**.



EXITING COVER

To break cover, move away from the cover point or press **Space** or **A**.



MANTLE

To jump over low cover, move in direction of the jump, then press **Space** or **A**.



EVADE

Press **Space** or **A** while moving. If there's no cover, you dodge and roll, trying not to get shot. You can also evade or roll out of cover.



COVER SLIP

To quickly slip around the corner of cover without having to back up first, move in the direction you want to slip, then press **Space** or **A**.



SWAT TURN

While in cover, minimize exposure in reaching a nearby cover point with a SWAT turn. Move toward adjacent cover, then press **Space** or **A**.



ROADIE RUN

Part crouch, part run that makes you harder to target. To roadie run, while out of cover press and hold **Space** or **A**. You cannot fire while roadie running.



INTERACTION

To use items and perform tasks not associated with targeting and movement, press the context-sensitive key or **X** button. Icons can appear when an **E** or **X** function is available (for example, when you stand near ammunition).

Press **E** or **X** to

When near

Pick up/swap weapon

Dropped weapon

Pick up ammo

Ammunition cache

Man turret

Available unmanned heavy weapon

Kick open door (see figure 1)

Functional door

Press button (see figure 2)

Operable button

Engage valve

Working valve

Climb

Ladder

Other special **E** or **X** functions include reviving a squadmate (see page 14) and curb stomping an enemy (see page 17).

1



2



ACTIVE RELOAD

To reload your weapon (assuming you have ammunition), press **R** or the right bumper.

To reload faster, press **R** or the right bumper twice. Success is a matter of timing and practice. There are three possibilities attempting an active reload:

SUCCESS



PERFECT



FAILURE



If you succeed, you reload faster.

If you achieve a perfect reload, you reload much faster and gain a small boost to damage.

If you fail, you spend more time reloading than if you did not try.

DUMP MAGAZINE

RELOAD

READY



CO-OP AND MULTIPLAYER

GAMES FOR WINDOWS - LIVE

Games for Windows® - LIVE is the most comprehensive online entertainment network in the world, as well as a gaming community where you can create a permanent gamer identity (gamertag), find friends and set up a friends list, see your friends' games and activities, and communicate with other members in real time. Become a Gold member to receive additional benefits such as sending and receiving invitations to multiplayer games, as well as exclusive downloadable content (DLC) such as levels, missions, weapons, new vehicles, and more.

CONNECTING

Before you can use the LIVE service, you need to connect your computer to a high-speed Internet connection and sign up for LIVE. If you already have a gamertag on Xbox LIVE®, you have what you need to connect to Games for Windows - LIVE. If you don't have a gamertag, you can get one for free. To check if LIVE is available in your region and for more information about connecting, go to www.gamesforwindows.com/live.

FAMILY SETTINGS

Family Settings in Games for Windows - LIVE complement Windows Vista® parental controls. Manage your child's access and experience with easy and flexible tools. For more information, go to www.gamesforwindows.com/live/familysettings.

VOICE CHAT

You can use any headset or microphone that is compatible with Windows Vista or Windows XP to taunt opponents or coordinate with teammates during games. You can also use a compatible headset connected to a controller as well.

NOTE: YOU NEED TO SET UP ANY CHAT DEVICE IN WINDOWS VISTA OR WINDOWS XP BEFORE CHATTING. FOR MORE INFORMATION, REFER TO THE INSTRUCTIONS THAT CAME WITH YOUR DEVICE.

CO-OP PLAY

To play the campaign mode of GEARS OF WAR with a friend, select Campaign from the Main Menu, and then select Host Co-op Game or Join Co-op Game. LIVE Gold and Silver members have different options in co-op play. As a Gold member, you can:

- Host a game on your PC. You can host on your local network, using public or private LIVE online multiplayer functionality, or using LIVE list play. Anyone can join a public LIVE game, but another player must be invited to join a private LIVE game. In LIVE list play, Gold members can host games for Gold and Silver members both, or Gold-only games.
- Join a game and play with a friend using your local network, LIVE, or LIVE list play.
- Invite a friend. If you're a Gold member playing single-player and see a friend sign in to LIVE, you can select Guide and invite your friend into the game. If the friend accepts, you play private LIVE co-op together without having to restart.

Silver members can host and join list play games. In these, you can't send friend invites but can search the list of hosted games. Enter a full or partial gamertag to find your host (see page 24 for more on list play).

When you host a game, you play as Marcus Fenix. When you join a game, you play as Dominic Santiago. The joining player saves unlocked chapters (not checkpoints) during play. If the host or joining player quits the co-op session, the session ends. For the joining player, game progress can continue from the last chapter point.

When playing in co-op mode, it's important to remember that Marcus and Dom need to cover one another in combat. In many cases, Marcus and Dom can take different paths to get alternate angles of fire.

NOTE: NORMALLY, IF MARCUS DIES DOM CAN REVIVE HIM. HOWEVER, DURING CO-OP SPLITS NEITHER DOM NOR MARCUS CAN BE REVIVED. EACH MUST RESTART AT THE LAST CHECKPOINT.

MULTIPLAYER PLAY

To play the multiplayer mode of GEARS OF WAR, select Versus from the Main Menu and then select Local Network or LIVE.

CONNECTION TYPES

The Local Network option lets you compete with others (eight players maximum) on a local area network (LAN). LIVE lets you fight alongside and against other players (eight player maximum) on LIVE.

When playing on LIVE, you can choose from ranked matches, player matches, and list play matches. Ranked matches track your performance and score in GEARS OF WAR. To track ranked matches, select Versus from the Main Menu, and then select Leaderboards. Ranked matches tend to be more competitive than player matches. Player matches do not count toward your tracked performance and score, so you may want to use them to practice before ranked play.

In list play matches, LIVE Silver members can host and play multiplayer games. However, certain features available to LIVE Gold members are not available to Silver members in list play. Games are not tracked on the leaderboards, and you cannot invite friends to your games or set games as friend-only. In other words, players other than your friends can view and join your personal list play games. You select from all list play matches instead of being able to search for a custom match, and you cannot join a list play match in progress from the friends list.

NOTE: YOU MUST HAVE AN ACCOUNT ON LIVE AND A HIGH-SPEED INTERNET CONNECTION TO USE THE LIVE AND LIST PLAY FEATURES.

After you select a game connection and sign in, if you host a multiplayer game you can adjust many game parameters (see page 27). If you play on LIVE, you can search for games that use specific multiplayer game parameters.

MULTIPLAYER GAME TYPES

WARZONE

A human fire team is pitted against a Locust fire team. The goal is eliminating all members of the other team.

EXECUTION

This game type is similar to Warzone, but instead of dying after you have been knocked down and bleed out, you revive. Pump **[Space]** or **[A]** to revive faster. The only way to kill an opposing team member is to deliver a close-range special kill.

ASSASSINATION

Each team has a leader, Colonel Hoffman (human) and General RAAM (Locust). The goal is to kill the leader of the opposing team in execution fashion. Players who kill the leader of the opposing team become leader of their team for the next round. The highest scoring player on the losing team becomes that team's new leader.



ANNEX

Players win by retaining control over key map locations (or objectives) long enough to collect a winning number of points to win the round. Every map has two to five identified objectives available for capture, with one objective available at a time. Round scores are adjustable, and the first team to reach the target score wins the round.

NOTE: UNLIKE IN OTHER GAME TYPES, PLAYERS CAN RESPAWN AN UNLIMITED NUMBER OF TIMES IN ANNEX AND KING OF THE HILL. THEY DON'T HAVE TO SIT OUT A ROUND -- IF THEY DIE, THEY CAN JUMP RIGHT BACK INTO THE ACTION.

KING OF THE HILL

In this all-new multiplayer game created specifically for GEARs OF WAR for Windows, players must gain control of a fixed capture point on the map and retain control long enough to acquire more points than the other team. To keep getting points after a capture, at least one player must stay inside the capture point to defend it.

Execution rules are in play here, so the only way to kill an opposing team member is to move in close and deliver the kill at close range. Also, King of the Hill has only one objective per round. In Annex, the objective changes once it no longer has any points associated with it.

MULTIPLAYER GAME PARAMETERS

When you host a multiplayer game, you can:

- Set the number of rounds in a match.
- Set the duration, in minutes, of each round. Note that in Annex and King of the Hill, you set round score instead of round duration.
- Toggle friendly fire -- that is, whether fire from your teammates can damage you.
- Reserve private slots in your team selection.
- Adjust the bleed-out duration. This is the number of seconds until a player who is knocked down dies. Other players on the team may be able to revive the player during this time (see page 14).
- Select the order and type of maps that cycle through the match. To do this, press **F1** or **Y**, and then add map types and order them in your play list.
- Globally replace weapon pickups with other weapons in specific maps. To do this, press **F2** or **X** on the Host Settings screen.

NOTE: SOME PARAMETERS ARE DISABLED IN RANKED MATCHES TO ENSURE CONSISTENT RESULTS IN LEADERBOARD STATS.



MULTIPLAYER LOBBY

Once you select a game type, you enter the Multiplayer Lobby. You can check game type, goals, and duration, listed along the top of this screen. A player chooses a team by using [A] and [D] or the left and right arrow keys, or by clicking on the arrow icons at the bottom of the screen. Players can also use the left stick on the controller.

Once sides are selected, a player can cycle through different playable characters by using [W] and [S] or [↑] and [↓], or by clicking on the arrow icons at the bottom of the screen. Players can also use the right or left trigger on the controller, or the left stick. After all players select characters, they each press [Enter] or [A] to indicate they are ready to play.

The host presses [Enter] or [START] to launch the match. A ranked match requires a minimum of six players.

VERSUS-MODE GAMEPLAY

When players take enough damage, they fall and can bleed out and die. Enemy players can finish them with a few more shots, a melee blow, or a curb stomp (see page 17). During this bleed-out time, players' team members can also attempt to revive them.

If you melee or perform a curb stomp on a knocked-down opponent, you may qualify for bonus points, depending on game type.

Smoke grenades only appear in multiplayer mode. Use them like normal fragmentation grenades. On detonation, they release an obscuring cloud of smoke for tactical uses.

Players can chat with each other while on LIVE. During a multiplayer match, the living can chat only with the living on their team. The dead can chat with the dead regardless of team.

GAME EDITOR

GEARS OF WAR for Windows includes a game editor on disc. For more information on working with this game editor, see <http://udn.epicgames.com/three/gearsmodhome>. This editor is provided on an as-is basis and without any warranty of any kind, and it is unsupported by Epic and by Microsoft.

NOTE: RESPECT THE RIGHTS OF OTHERS. BY MAKING CUSTOM CONTENT AVAILABLE, YOU ACKNOWLEDGE THAT YOU ARE SOLELY RESPONSIBLE FOR THAT CONTENT. YOU AGREE THAT YOU HAVE ALL NECESSARY RIGHTS TO MAKE ANY CONTENT PUBLICLY AVAILABLE AND THAT IT COMPLIES WITH ALL APPLICABLE LAWS AND DOES NOT VIOLATE THE RIGHTS OF ANY PERSON OR ENTITY.



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For the complete list of *Gears of War* team members, see the in-game credits.

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